

*KALAMUNDA SECONDARY EDUCATION SUPPORT CENTRE
PROUDLY PRESENTS*

KALABILITY

KICKABILITY CARNIVAL

20
22



ABOUT US

Since 2009, Kalamunda Secondary Education Support Centre has hosted a variety of interschool carnivals for Education Support Schools from across the Perth Metropolitan and country regions.

The Kalability All Stars Sport carnivals are the largest interschool sports carnivals for students with disabilities in Western Australia. Participating schools come from as far as Joondalup, Rockingham, Byford and Swan View; along with schools from the regional areas of Northam and York.

Our 2022 Kalability All Stars Kickability Carnival is an integrated sporting event for Year 7-13 students with a disability from Education Support Schools across the Perth Metropolitan area. The 2022 carnival is being held on September 07, 2022 at Kostera Oval in Kalamunda.

This Carnival is a great way to introduce students with disabilities to AFL and may also encourage them to sign up at local junior clubs in the future.

All games played at the Carnival are a modified version of AFL, allowing students of all abilities a chance to participate and enjoy themselves in an inclusive environment



IMPORTANT INFORMATION

NOMINATIONS

Team nominations are to be submitted to Emmalee Wratten at Kalamunda Secondary Education Support Centre via email (emma-lee.wratten@education.wa.edu.au).

Nominations are due Friday 26th August 2022

CONTACTS

Gayle Nelson - Principal KSESC
Event Manager
0436 472 118

Emmalee Wratten - KSESC
Event Coordinator
0438 939 893

Rob Geersen - WAFC Starkick
Event Co-ordinator
0414 229 544

Hayden Marchetto - WAAFA
Event Co-ordinator
0411 747 454

Paul Mansfield
Teacher in Charge
Roaming

Shannon Shaw
Official Scorer
Admin Tent

Cindy Small
First Aid
Roaming

LOCATION

The Kalability Kickability Carnival is being held at Kostera Oval, Kalamunda. Parking & Bus drop off is located behind the club rooms (red star), however there is additional parking located on the end of the oval (blue star).



TIMES

Schools are to arrive no later than 9.45am .

Games will start at 10.15am SHARP. Schools which do not make start time will forfeit their game to ensure that the day's schedule of events run on time.

Please nominate 2-3 staff to participate in a backup 'staff team' in case there is a need to fill a game position due to a cancellation of a school/late arrival/early leave etc. Please note: There is no guarantee that these teachers will play a game. It is a backup only.

CLOTHING

Schools are to provide their students with sunscreen throughout the day.

Trainers and mouthguards are recommended; however, due to the event being non-contact they are not a requirement.

Schools are encouraged to monitor the weather forecast in advance to ensure their students have the correct clothing ie: change of clothes, towel etc.

FIRST AID

Injuries are to be attended by the individual school staff.

KSESC will provide a First Aid Officer.

Students receiving First Aid care from the First Aid Officer must be under the supervision of a staff member that know the student's relevant medical history and specific need are communicated clearly.

LUNCH

Rapid Relief Team are kindly donating lunch to all staff and students in attendance of the Kalability Kickability AFL Carnival.

Quantity and dietary requirements are to be advised at time of registration.

Divisions will have a designated lunch break during one of their timetabled 'byes'. Please refer to fixtures for times.

RUBBISH

Schools are responsible to keep their designated areas free of rubbish during the Carnival and when they leave at the end of the event.





PHOTOGRAPHY

Due to numerous schools, media outlets and other guests taking photos at the Kalability All Stars Carnivals, all students that do not have photo permission are required to wear a bright coloured wristband/sticker which is highly identifiable.

These wristbands will be handed out to the participating schools prior to the commencement of the carnival. It is each schools responsibility to ensure that they have the correct photo permission for their students.

MARQUEES AND WEATHER

Schools are encouraged to bring their own shade/shelters/protection as there is no grandstand/shelter available for schools to use.

School representatives will be notified 24 hours in advance of the Carnival if it is required to be cancelled due to extreme weather.

PACK UP

Each school is responsible for pack up of their allocated area.

Please nominate 2-3 staff to pack up your tent/shelter whilst the presentations and closing ceremony is underway to ensure that the Carnival runs according to schedule and buses are met at the correct times.

COVID-19

Whilst masks are no longer mandatory, masks are encouraged for staff and students (Year 7 and above) where physical distancing is not possible.

Please ensure all staff and students are following the latest public health and social measures. Refer to healthywa.wa.gov.au for information

RISK MANAGEMENT

- Schools are required to keep own records of attending students and staff
- KSESC Covid 19 plan
- KSESC Risk Management Plan

RUN SHEET

Time	Itinerary	Who
9.30-9.45am	Arrival - Each school set up shelter/tent	All teams
10.00am	Opening Ceremony	Everyone
10.15am	First round commences	All teams
10.35am	Second round commences	All teams
10.55am	Third round commences	All teams
11.15am	Fourth round commences	All teams
11.35am	Fifth round commences	All teams
11.55am	Sixth round commences	All teams
12.15pm	Seventh round commences	All teams
12.35pm	Schools to pack up tents & pack up any rubbish around their designated area	Staff
12.40pm	Presentation & closing ceremony	Everyone
1.00pm	Schools leave	All teams

KALABILITY KICKABILITY AFL CARNIVAL

KEY RULES

OBJECTIVE

Teams are comprised of a minimum of 12 students and a maximum of 15. There are 9 players on the field during play with a limitless rotating interchange.

Two staff members are to be on the field at all times to help facilitate the game. They are unable to score goals or behinds.

The field will be divided into the thirds, with each team allocating 3 players to each third. Players are required to stay in their thirds; however, players may change their starting third between goals scored and the restart of the game.

PLAYING GROUND

The playing field is a rectangular shape, approximately 90 metres (Length) x 60 metres (Width).

Fields sizes may be modified on the day to suit the abilities of all participants.

EQUIPMENT

Matches will be played with a soft touch football provided by the WAAFA.

An 'All Ball' will also be provided for those with a hearing disability.



MATCH PLAY

The game shall be started by a ball-up between two centre line players, in the centre circle (no run-up or raised knees are permitted). The players in the ball-up cannot grab the ball or take possession of it until it has been touched by one of the centre players not involved in the ball-up.

The centre players not involved in the ball-up must not be within 2 metres of the ball up. They may play the ball if the ball hits the ground.

After a goal, play is restarted in the centre circle via a ball up.

If a behind is scored the ball is required to be kicked back into play from between the goals by a defender.

POSSESSION (LIMITED CONTACT)

An opposing player is not permitted touch another player unless the player is in possession of the ball. The player can only touch another player with one hand.

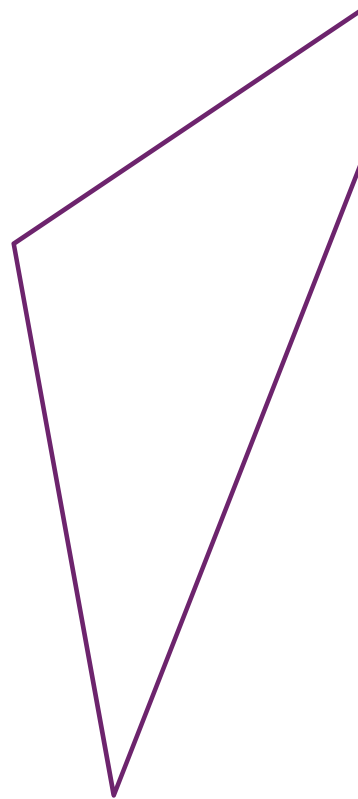
A player may maintain possession of the ball within their starting zone.

The player must release (drop) the ball when the player is touched and/or is directed to dispose of the ball by the umpire.

BUMPING, TACKLING, BARGING, CONTACT

There is to be no contact or spoiling. Players are not permitted to:

- Hold an opponent with their hands
- Knock the ball out of an opponent's hands
- Push the player in the side, front or back.
- Steal the ball from another player
- Deliberately bump another player
- Smother an opponent's kick by trying to block the kicking motion at the point of impact.
- Barge, fend off or shepherd opponents
- Touch the ball while another player has possession



BALL PLAY

The ball must be disposed by either a kick, handball or roll along the ground.

A mark is awarded if, in the opinion of the umpire, a player catches or takes control of the football after it has been kicked by another irrespective of the distance travelled.

When a player is awarded a mark or free kick an opposing player may stand at the position on the playing surface where the mark or free kick was awarded, known as the “the Mark”.

The player awarded the mark or free kick must only play on from behind the point of “the mark” except if the field umpire plays advantage in a free kick situation.

There is no contact in a marking contest. The player in the front position has every opportunity to mark the ball, and the umpire may nominate which player has right of way to attempt a mark. A free kick will be awarded against any player initiating any form of contact.

The ball cannot be kicked or handballed from the back zone directly into the forward zone. If this occurs, a free kick will be awarded to the opposing team at the point in which the ball entered the scoring zone.

When the ball goes out of bounds (ball completely over the line) by hand or foot, the nearest opponent shall kick the ball into play.



SCORING SYSTEM

Players may score a goal by either kicking, handballing or rolling the ball through the central goal posts.

- Only players in the forward third (attacking third) can score.
- The player kicking the ball must be in the scoring zone.
- A goal is worth 6 points and a behind is worth 1 point.

OVERALL POINTS SYSTEM

There will be two scoring systems in place to help determine the winners of the event.

Division Cup Winners.

Schools will receive points for each win & each draw. This points system will determine the overall winner for each division in the Kalability Kickability Carnival. The winning school for each division will receive a winner cup

5 Points – Win

3 Points – Draw

1 Point – Loss

Kalability Kickability Perpetual Values Award.

This award is a School Award rather than a team/division award. Umpires/Scorers will have three points to allocate to teams competing each game. They will meet at the end of each game to discuss which team/school best represented each of the Kalability All Stars Values. 1 point each will be allocated for Respect, Responsibility and Safe behaviors demonstrated throughout the game time. If a school has more than 1 team nominated to participate at the Carnival, the total points awarded to that school will be divided by the number of teams they have nominated.

It is the umpire's responsibility to score and return the cards after each match to the Admin table (Out the front of Football Club Rooms to the Official Scorer – Shannon Shaw)



GAME TIMES AND SIRENS

All fields will run on the one time. (Same siren for everyone).

Game time is 15 minutes with no half time.

Sirens

- o Start the game
- o Finish game

At the conclusion of the game the umpire shall call all players into the middle of the ground, comment on the game and ask players to 3 cheers the opposing team.

THANK YOU

Thank you to the following supporters of the Kalability All Stars Kickability Carnival

City of Kalamunda

Kalamunda Football Club

Rapid Relief Team

West Australian Football Commission Inc

WA All Abilities Football

SEDA College WA

All the staff and students who continue to attend and support the Kalability All Stars Carnivals.